MINER 2049er

Written by Mike Livesay

Concept by Bill Hogue

EQUIPMENT REQUIREMENTS

Apple II computer with 48K memory capacity
One disk drive
Controller card in slot #6
Miner 2049er program disk
A color monitor is helpful, but not necessary.
You must have a joystick or a Sirius Joyport and an Atari-style joystick. You are prompted to specify which type you are using before play begins. If you select standard joystick, you are prompted with an alignment sequence. The game works best with Atari or self-centering joysticks.

ONE/TWO PLAYER GAME - Miner 2049er can be played by one or two players. Select by pressing 1 or 2 when prompted for the number of players.

OBJECTIVE - The objective of Miner 2049er is for Bounty Bob to survive all 10 game levels in succession without being destroyed. The game is over when the *third* Bounty Bob is destroyed. To reach each successive level, Bounty Bob must MASK the entire framework on the present level before the time display reaches 0. After all of the framework has been masked, the time left on the clock is converted to points and added to your score.

WARNING - never remove the diskette from the drive while the game is in play.

GAME LEVELS - Miner 2049er consists of 10 levels. They are:

1) Ladders
2) Slides
3) Elevator
4) Advanced Jumping
5) Horizontal Moving Platforms
6) Radioactive Pool
7) Vertical Moving Platforms
8) Lift
9) Stompers
10) Cannon

SCORING - Scoring is as follows:

Apples = 200 points
Mutants = 100 points
Framework = 10 points
TNT =1000 points/ton

You are rewarded 1 extra Bounty Bob upon reaching 10000 points.

The game retains the top 5 scores and players' initials as a permanent record on disk.

BOUNTY BOB MOVEMENT - Bounty Bob can walk, jump up, forward or backward, and climb up and down ladders. Joystick control is summarized below:

Horizontal Joystick - Walk left/right.
Vertical Joystick - Climb up/down.
Push button - Jump in place.
Horizontal control + push button - Jump forward/backward.

KEYBOARD COMMANDS - The keyboard commands that are active throughout the game are:

Esc - Starts/stops game
Ctrl-R - Restart game
Q - Turns the sound on and off. Audio is available simultaneously from the cassette output and the Apple's speaker.

MUTANTS - Mutants are dangerous until one of the apples is taken. After an apple has been taken, the Mutants change color and acquire a friendly appearance - they smile for a few seconds. During this friendly period they are vulnerable and may be touched to destroy them forever. If they are not destroyed, they will flash and then return to their dangerous state. Bounty Bob must jump over the Mutants to survive when apples are not involved in a level.

ELEVATOR (3) - The spacebar retrieves the elevator to Bounty Bob's level. Press 1-4 to arrive at the desired level. Bounty Bob may jump off the elevator at any time while it is moving, but he must be on it when you press 1-4 to set the elevator in motion. It also has a safety feature that will stop it automatically if Bounty Bob is at the bottom of the shaft while it is moving.

MOVING PLATFORMS (5-7) - Bounty Bob assumes the same motion as the platform.

RADIOACTIVE POOL (6) - Falling into the radioactive pool is lethal.

LIFT OPERATION (8) - To operate the lift Bounty Bob must first be standing on it, then press the spacebar to turn it on. Use the joystick to move it up and down. Press the push button to turn it off.

STOMPERS (9) - Contact with the Stompers is lethal. The moving platforms in this level are different from those in other levels in that they can only be used once. Once Bounty Bob jumps off a platform, they will stay in that position until the end of the level.

CANNON (10) - Bounty Bob must advance to the upper framework by being shot out of a cannon. To do this he needs to eat TNT, then jump into the cannon which is moved to the desired location using the joystick. Press the push button to fire the cannon . He will then move up 1 level per ton of TNT that he has eaten. You will also receive 1000 points per ton of TNT eaten. Be careful not to eat more than 3 tons of TNT at a time as this will shoot him out of the cannon at lethal speeds.

BLOWN DISKS

If your disk does not operate within 30 days of purchase, return your original disk in a heavy protective shield, along with the copy of your sales receipt for free replacement. Send it to Micro Fun at 2699 Skokie Valley Road, Highland Park, IL 60035. After 30 days, send it to us with $5.00 for replacement.

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